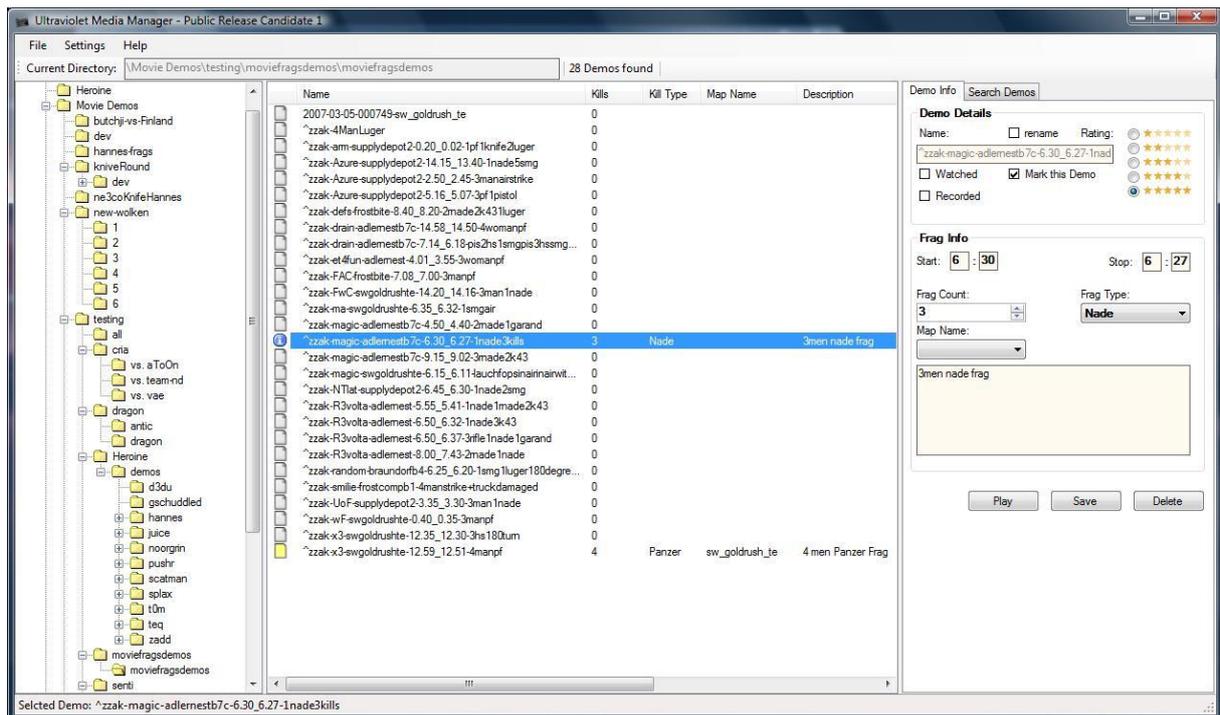


# Media Manager Release Candidate 1



- 1.) What is this Software about?
- 2.) Supported Games
- 3.) Features
- 4.) Known Issues
- 5.) Project Info

# 1.) What is this Software about?

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I created this Software through the last Year.

There have been several versions of this Program before and with the help of the Beta tester I have been able to complete this Release Candidate.

Be warned, this is still Beta Software, I am not responsible for any data loss or errors, even if that is probably not possible!

## 2.) Supported games

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At the time of release, we support the following games with all their Mods:

- Enemy Territory – Quake Wars
- Enemy Territory
- Return to Castle Wolfenstein
- Quake 4
- Quake 3
- Call of Duty
- Call of Duty 2

## 3.) Features

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You will be able to launch every Demo from nearly every Mod.

You can add unlimited Maps and Frag Types to a Game, like: SMG Frag and Goldrush as Map Name. In addition to the standard settings, you will be able to add some extra start command for the demo.

Import and Export Demos:

You can select demos in the List and mark (Right click on that demo or demos and add them to the Export List) them for backup / export. After entering the Export Modus (File -> Export) you can choose a location for your backup. The software will now zip the demos and its demo Info and saves them to the chosen directory. You can of course also import Demos from a Zip file. (File -> Import) These Demos will be stored in your Game Demo directory and will be available for playback right away.

There is also an update function. Be sure to check for updates from time to time!

## 4.) Known Issues

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If you experience any bugs, please feel free to report them to:

[uvhannes@gmail.com](mailto:uvhannes@gmail.com)

**INCLUDING** the debug.txt in the **/core** directory!

## 5.) Project Info

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Url: <http://myhannes.info>

Email: [uvhannes@gmail.com](mailto:uvhannes@gmail.com)

Files: MediaManager.exe, Update.exe, ZipLib.exe